Demonologist (TTRPG)

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Demonologist

Defining Skill

Binding (WILL)

Effect

A Demonologist uses dangerous and most places forbidden magic to conjure beings from other planes to harness power through bargaining and control. A Demonologist uses **Binding** to keep their power renewed. At least once a week (though optionally as often as once a day), a Demonologist must spend one hour and roll **Binding** at a DC equal to 15+ the number of days since the roll was last made. The Demonologist then changes his/her current Vigor threshold to be equal to half the amount rolled over the DC (minimum 0 and maximum 7). If the time is unable to be spent, the roll is treated as an automatic failure. Additionally, the Demonologist raises the target threshold of his/her death saves by an amount equal to his/her **Binding** rank.

Magic

Vigor

Special (See Profession Skill)

Magical Perks

None

Skills

Skill Options

- Resist Magic
- Education
- Hex Weaving
- Charisma
- Deceit
- Persuasion
- Courage
- Resist Coercion
- Spell Casting
- Ritual Crafting

Gear

Gear Options

Pick 5:

- Aedirnian Gambeson
- Belt Pouch
- Hourglass
- Hunter Falchion's
- Journal/Ledger
- Dagger
- Secret Pocket
- Hand Axe
- Writing Kit
- 100 Crowns worth of Components

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"And that should trouble me why? I feel no fear, no regret... The wise men of Oxenfurt claim there are no gods. After death, there is only the void. I've known this void already. Death holds no surprises."

-Olgierd von Everec, Demonologist

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Profession Play Description

Bargain your way out of trouble as a Bargainer, practice the forbidden art of Goetia as a Summoner, and enhance your martial prowess with magic as a Warlock.

Insight

"It's a dangerous profession Demonology and not for the reason you're thinking. Sure, a Demon could tear you apart from the inside out, but that's only if you screw up. No, the real danger is the legality of the subject. I'm sure you've heard stories of witches and sorcerers being pulled from their homes in Novigrad, burnt at the stake for one reason or another. Well, in most places, that'd be considered a light sentence for a Demonlogist. Most folk don't take too kindly to hearing someone is conjuring Demons from other planes in their village, so it's best Demonologists keep their work to themselves.

Now, you're probably thinking 'what does dear old Rodolf think about these Demonologist fellows', and I'm keen on answering. They're dangerous, for one, pretty damn dumb, for two, and I'd rather not be on the same side of the Continent when one screws up, which is all the time, so that's three. Unlike your average mage or priest and whatnot, I don't really see any benefit to anyone else but themselves. All in all, I'd say stay away from any of these fellows, and if you do happen to notice one lurking around town, report it to the guard."

-Rodolf Kazmer, Merchant

Starting Coin
120 x 2d6
Average
720

Skill Tree

The Bargainer	The Summoner	The Warlock

Let's Make a Deal (EMP) A Demonologist can make a **Let's Make a Deal** roll whenever they would attempt to bribe someone. The Demonologist makes the roll against the target's EMPx3. On a success, the Demonologist offers a favor (whether he intends to fulfill it or not) in place of up to 10 crowns per point rolled over the DC.	**Goetia** By spending one hour, a Demonologist can **Goetia** to learn one or more mage spells, hexes, or rituals by temporarily summoning a lesser demon to siphon power from. You have an amount of points to spend equal to your rank in **Goetia**, with different levels costing different amounts, as shown in the **Goetia** table. These magics can be changed if the time is taken to perform **Goetia** again.	**Spellsword (WILL)** A Demonologist can make his magical capabilities in tandem with his fighting. The Demonologist can use his/her **Spellsword** rank in place of the melee, small blades, staff/spear, and swordsmanship skills by spending 1 stamina each time **Spellsword** is used. This skill can be trained like other skills.
Lend a Hand (EMP) A Demonologist can ask a favor of someone by rolling **Lend a Hand** at a DC set by the GM (based on the difficulty of the favor). On a success, the person will do the favor at no cost, as well as gain a bonus to any rolls associated with the favor equal to your current Vigor threshold.	**Retrieval** A Demonologist can use Retrieval immediately after successfully rolling **Binding** by sacrificing his Vigor. By sacrificing Vigor, a runestone or glyphstone of his/her choice for every 1 Vigor sacrificed appears in his hands, with a maximum amount of Vigor sacrificed equal to half his rank in the **Retrieval** skill.	**Ethereal Shield (WILL)** A Demonologist can spend 5 stamina to use **Ethereal Shield** as an action or defensive reaction while being targeted by a spell or other effect that can be defended against with a magical shield. Regardless of whether the roll successfully defends against the spell or effect (if any), the Demonologist gains an amount of temporary health equal to his Vigor threshold times 3 that lasts a number of rounds equal to his rank in **Ethereal Shield**.

Draft a Contract (INT) Whenever a Demonologist is unsure of the legitimacy of an already agreed-upon spoken or written deal that he is part of, he can roll **Draft a Contract** against the affiliated person's WILLx3 to ensure terms are met. On a success, a magically-binding contract is written and agreed upon by all parties that the roll succeeded against, and should one party break said contract, they take a permanent penalty to all Statistics equal to the Demonologist's Vigor threshold when **Draft a Contract** is rolled. This penalty can only be removed by fulfilling the contract.

Conjuring (WILL) A Demonologist can spend eight hours and roll **Conjuring** at a DC as shown in the **Conjuring** table to summon a lesser demon that takes the form of a creature of the Demonologist's choice of easy (or no) threat rating. While the creature is summoned, the Demonologist's Vigor threshold is reduced by 1 per creature summoned in this way.

Apparate (WILL) A Demonologist can teleport over short distances before or after moving on his/her turn or during a reposition by spending 1 stamina (no action required) and rolling **Apparate** at a DC equal to the number of meters he/she wishes to teleport times 3. On a success, the Demonologist teleports to the chosen location, and on a failure, the Demonologist fails to teleport and must succeed on a DC:15 Athletics roll or fall prone. The maximum distance that can be teleported in this way is equal to the Demonologist's Vigor threshold times 3.

Skill Tree Additional Information

Demons

The Demons conjured by a Demonologist are considered friendly to, will obey the commands of, and will refuse to harm, the Demonologist. Also, treat the creature's intelligence as being Human-level due to them being demons taking the form of a creature, not being the creature itself.

Vigor Threshold

If a Demonologist's Vigor threshold ever reaches a point where he/she can't pay for abilities (such as Conjuring), all effects of the ability immediately end. Additionally, runestones and glyphstones created with the **Retrieval** skill disappear when **Binding** is rolled again, potentially freeing up any enchantment slots they're using.

Goetia

Level/Danger	Cost
Novice/Low	1
Journeyman/Medium	3
Master/High	7

Learning Spells

Because the Demonologist starts with a Vigor threshold of 'Special', and not at least 1, he/she cannot traditionally learn spells and rituals. This means the only spells and rituals a Demonologist can learn must be from the **Goetia** skill.

Conjuring

Creature Type	DC
Beast	16
Necrophage	22
Specter	28

Notes

This profession was created by Reddit user CyphDND from whom I received express permission for the inclusion of this profession. All credit for this profession and the data included with them is theirs. For the newly updated source see link.